



PDF WALKTHROUGH BY:



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Author's Note

Hi guys and welcome for my PDF guide for Infamous 2. I haven't finished Infamous 1 yet (since I got the copy from the PSN Welcome Back program) when this installment was released. In any case, 'new' players like will be able to enjoy the game immediately, even without fully completing the first game. Infamous 2 does a great job in keeping you informed about the past, especially with the character's dialogues and dead drops. And, to fully enjoy the game, you'll have to go through both Good and Evil playthroughs, which this guide will also cover.

Like I've always said before, this guide is not perfect but I assure you that it will help you in becoming the new saint or the new menace, as well as finding all blast shards and dead drops. I hope you find my guide helpful.

infAMOUS 2

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V. Trophies

Basics

Karma

Your actions will define your karma. Karma affects the powers you learn, how the people treats you and the side missions as well. A good player will avoid collateral damage as much as possible, and protect the citizens over himself. That includes stopping crimes and killing any threats that will endanger them. These actions will make him closer to the people, which in turn help him in battles. (Honestly, I find it annoying when they get in a crossfire between me and the enemies in their attempt to attack my assaulters)

An anti-hero will have an easier time since he doesn't have to worry about civilians getting in the way. He has advantages in terms of energy sources since he can fully restore his health and energy by siphoning it out from enemies and civilians. The people will also denounce him and he may get random attacks from civilians.

Missions

There are three types of missions in the game. The Story Missions, Side Missions and UGC (user-generated content) missions. Story Missions, of course, are the ones you take to progress in the story. Side Missions are optional yet necessary since you can earn extra experience by completing them as well as “freeing” the



territory from enemy activity. UGC requires your PS3 to be connected directly to PSN so you can access custom missions created by Sucker Punch and other users.

Take note that you'll have to make choices in certain missions. Completing a "good" mission will block the corresponding "evil" mission. It will be efficient to select missions that benefit your selected karma. For trophy hunters, it is necessary to go through both playthroughs.

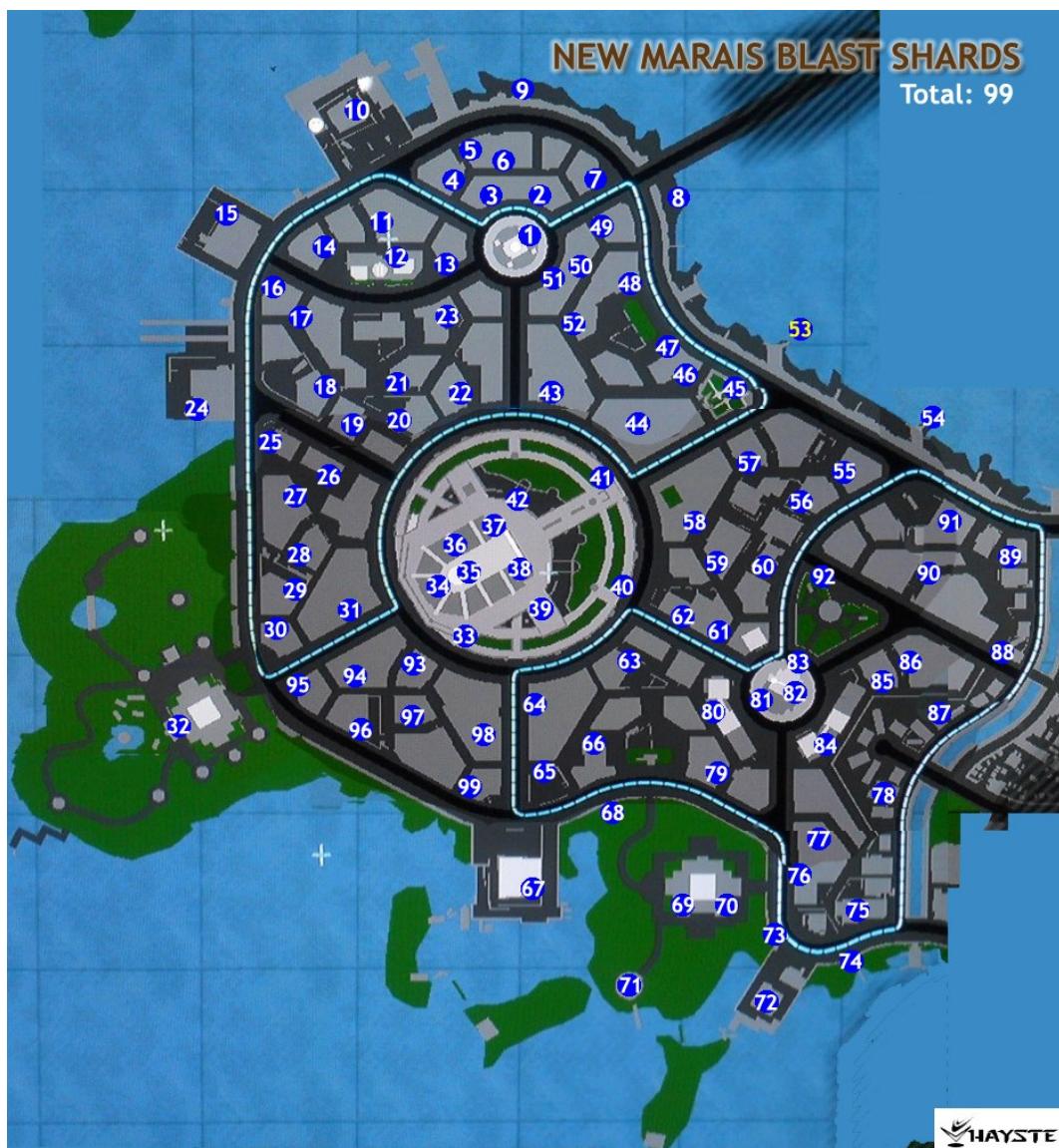
Take note that some side missions are started by checking the packages and items dropped by defeated enemy patrols so make it a point to engage and defeat any patrol you see (especially from areas you haven't suppressed yet). Also remember that if you stray too far, the body and the side mission will disappear. You'll have to hunt for patrols again in the area and hope that they drop the side mission.

Blast Shards

These are fragments that will help increase Cole's energy reserve. There are a total of 305 shards scattered in the game; if you wish to get its corresponding trophy, you need to hunt them all.

Take note that you can collect extra shards from side-missions, from defused bombs or simply stealing it from civilians. These don't count to the 305 shards needed for the trophy but they do count in the shard requirement to increase Cole's reserves. Refer to the map below and individual screenshots of the locations of all 305 blast shards. Please forgive the bad/mediocre quality of the images. You can also [download](#) the individual, high-quality copies of the maps for your convenience.

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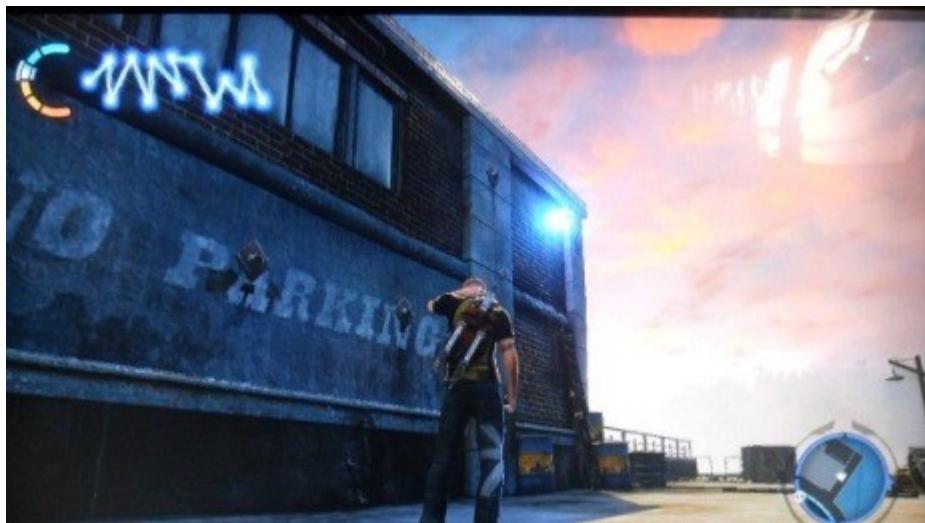
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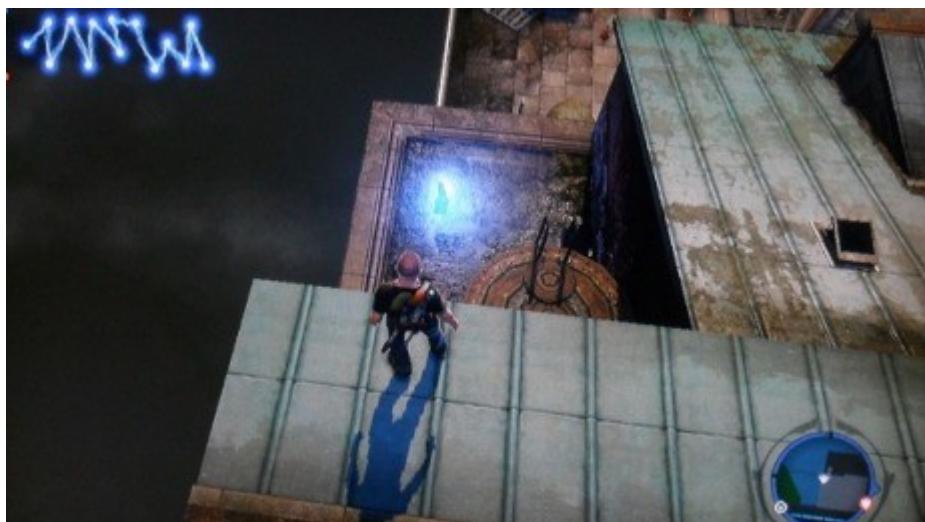
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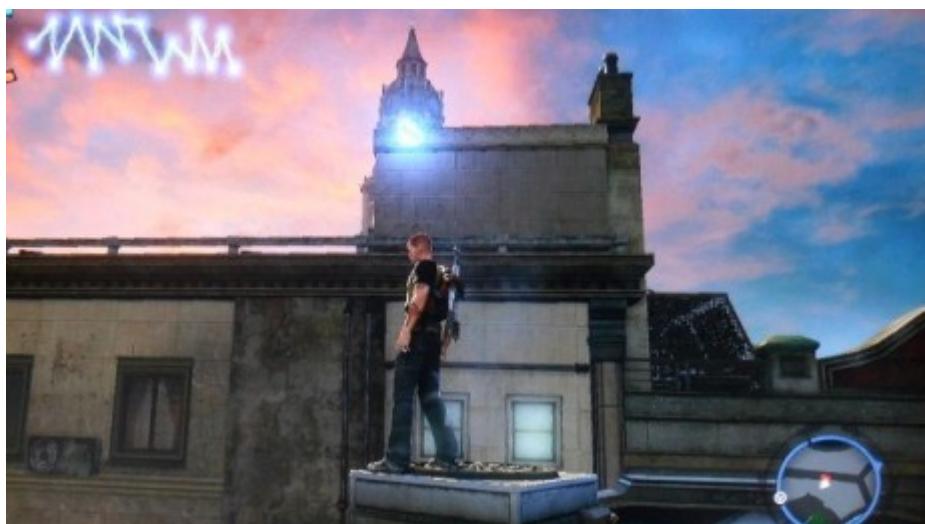
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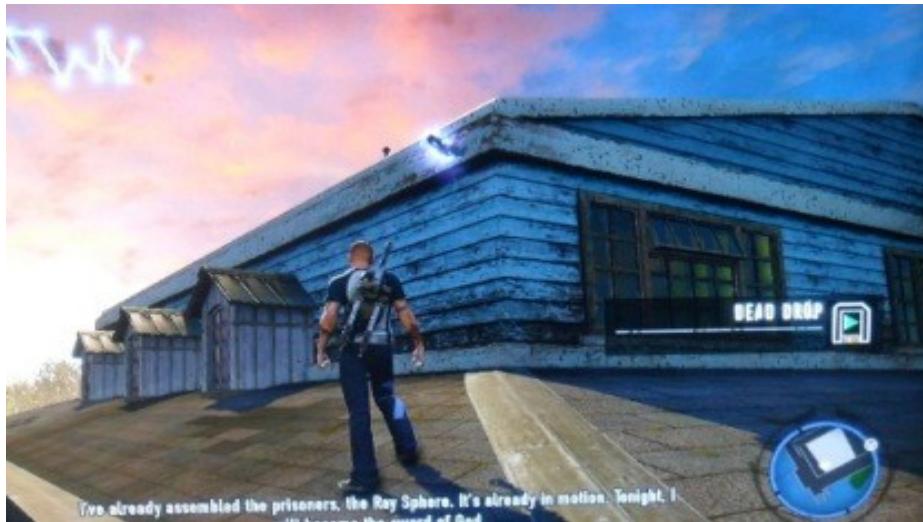
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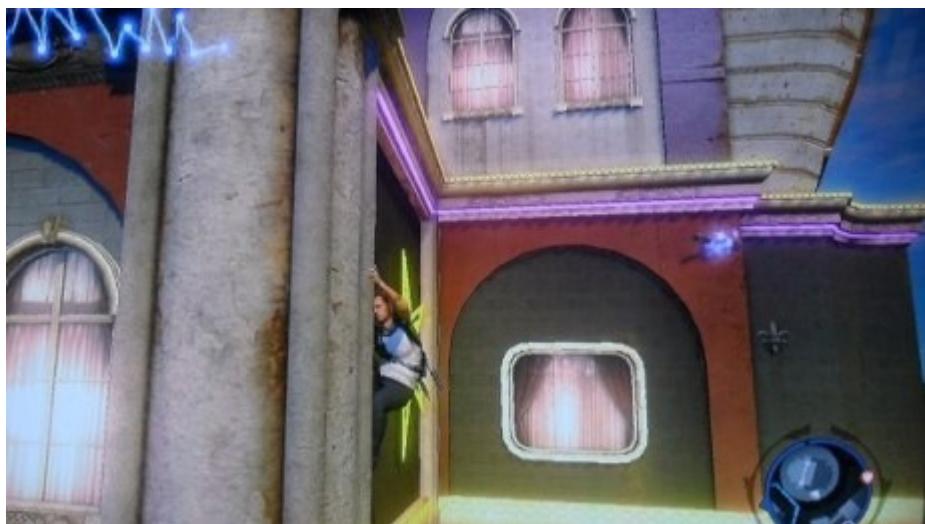
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Ascension Parish

ASCENSION PARISH BLAST SHARDS

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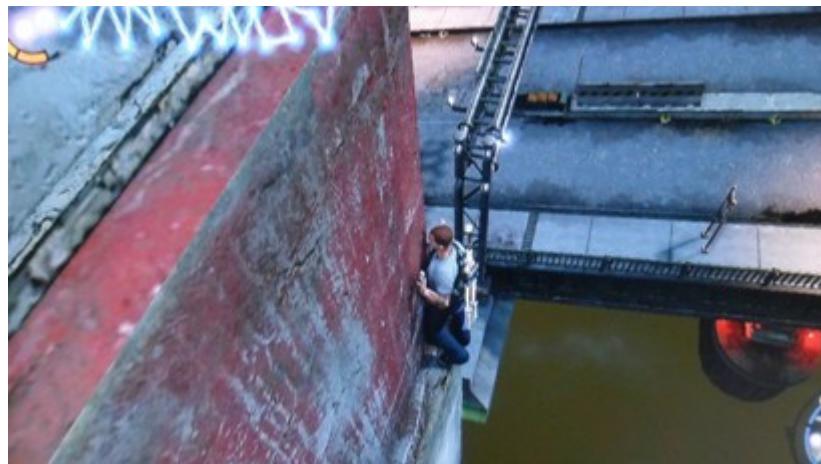
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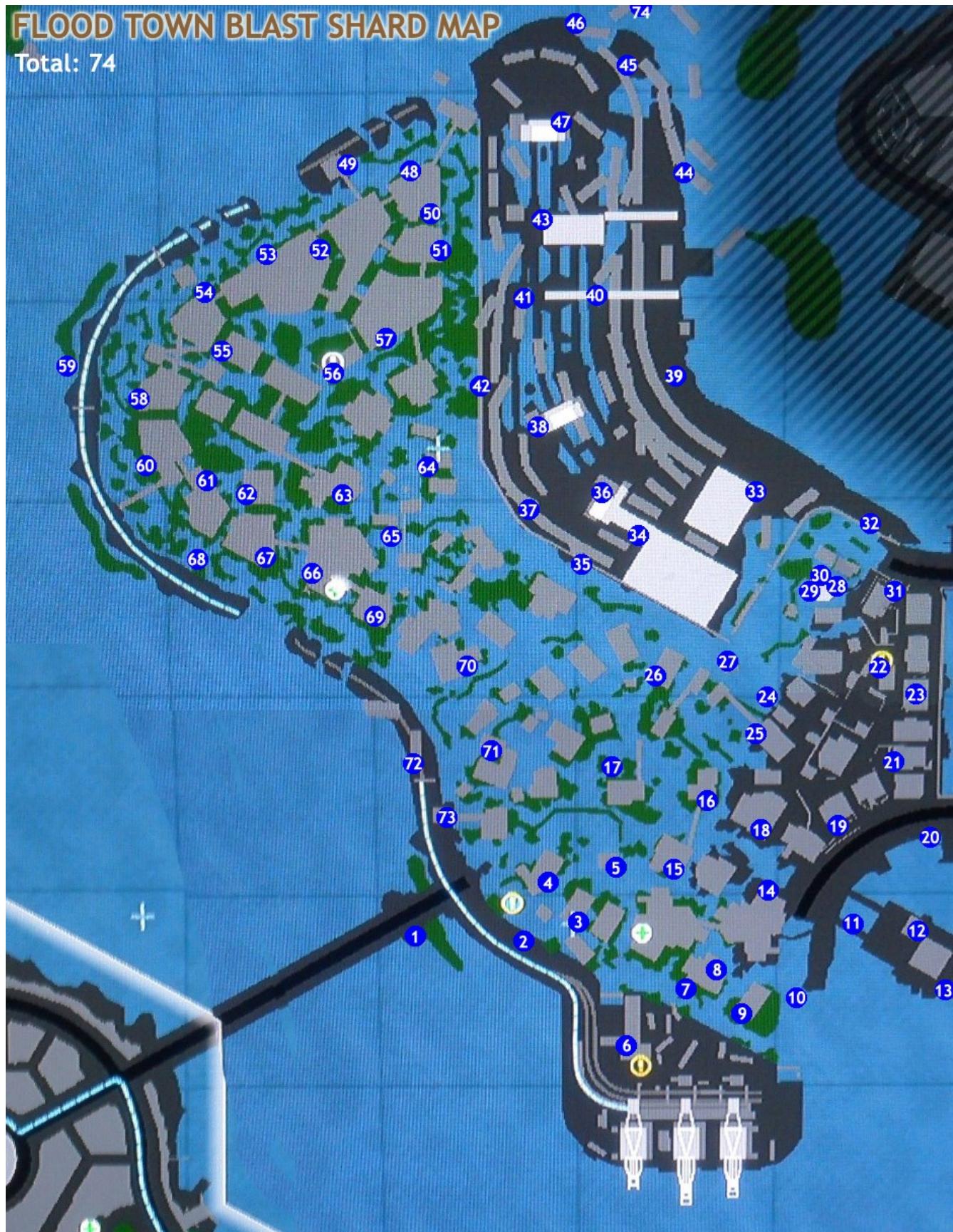
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Flood Town

FLOOD TOWN BLAST SHARD MAP

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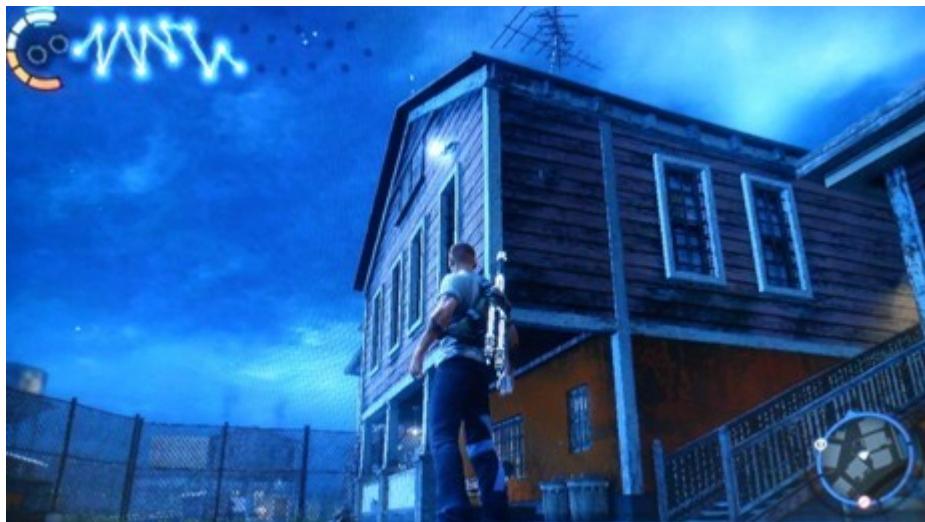
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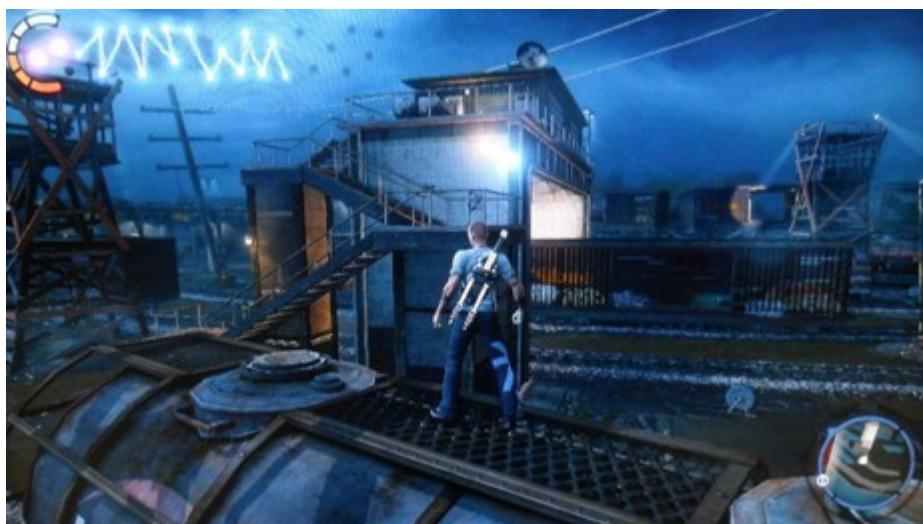
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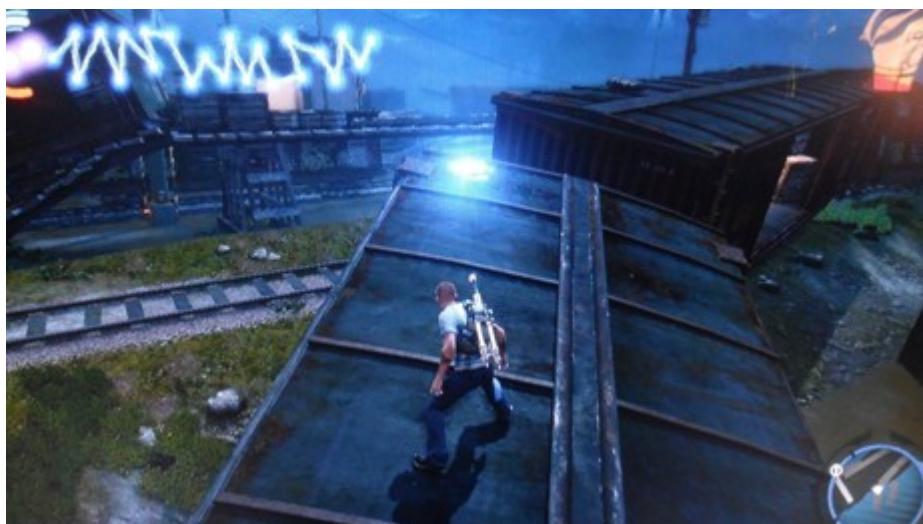
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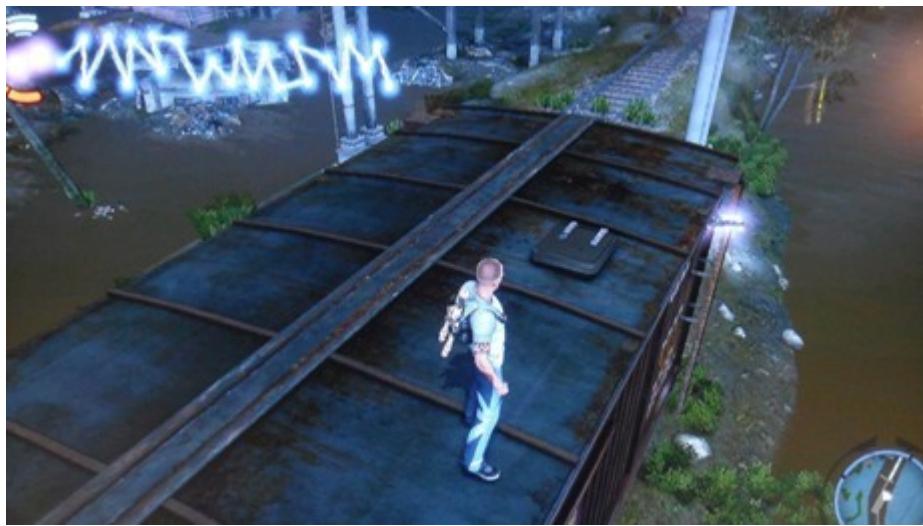
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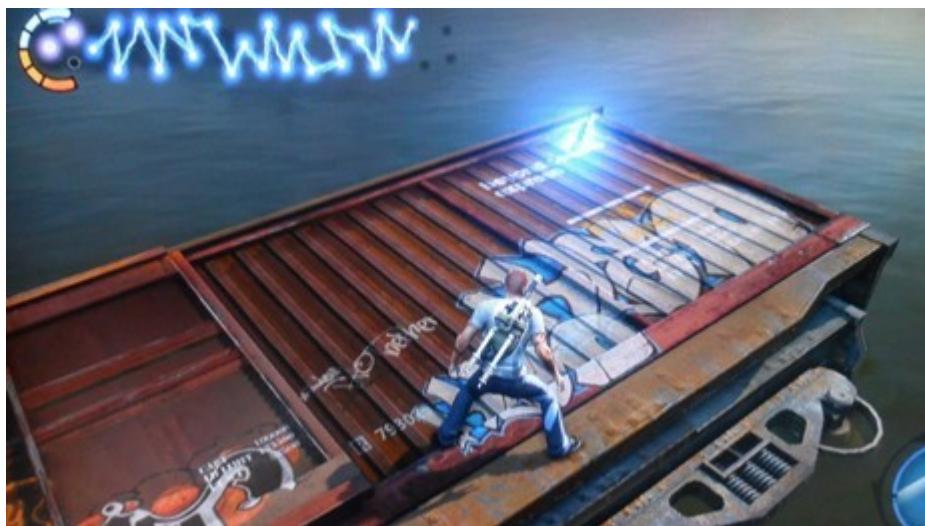
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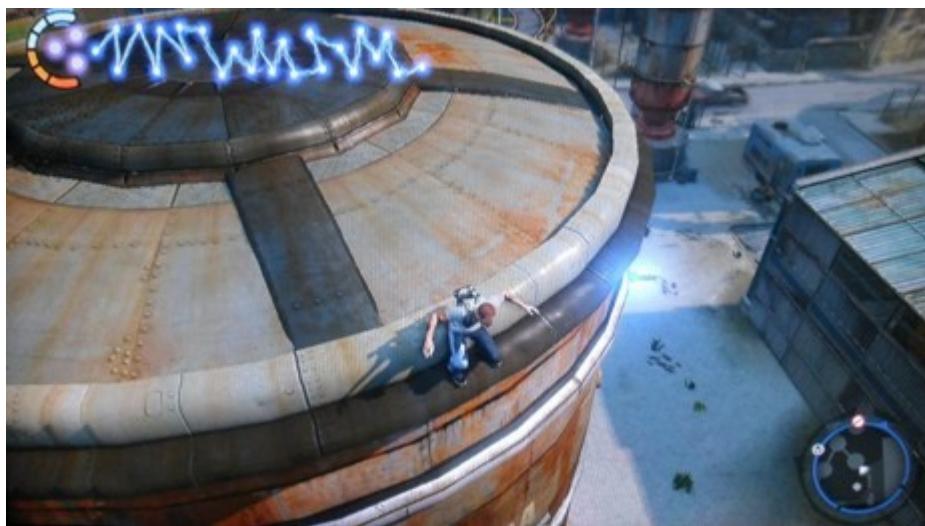
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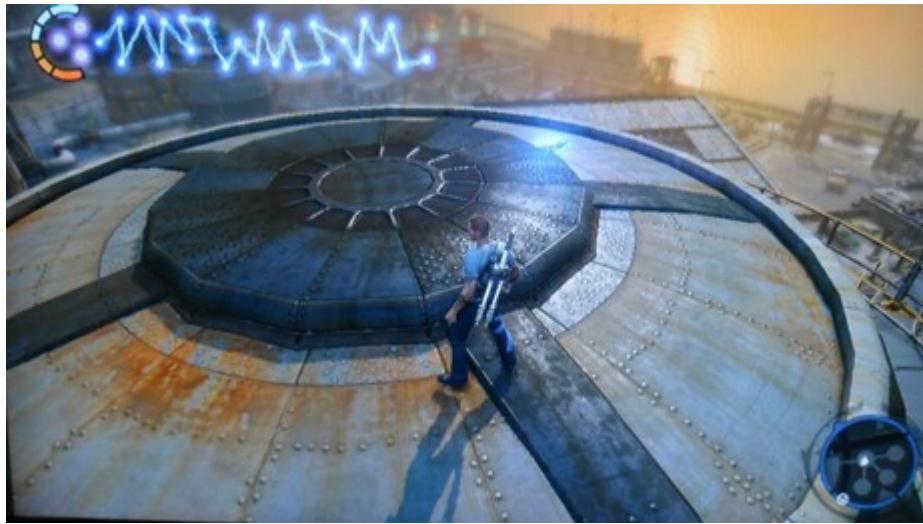
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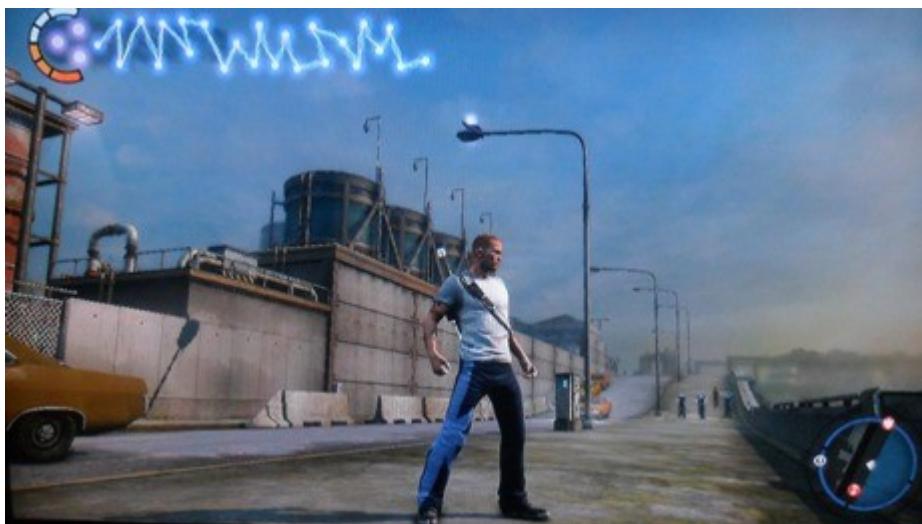
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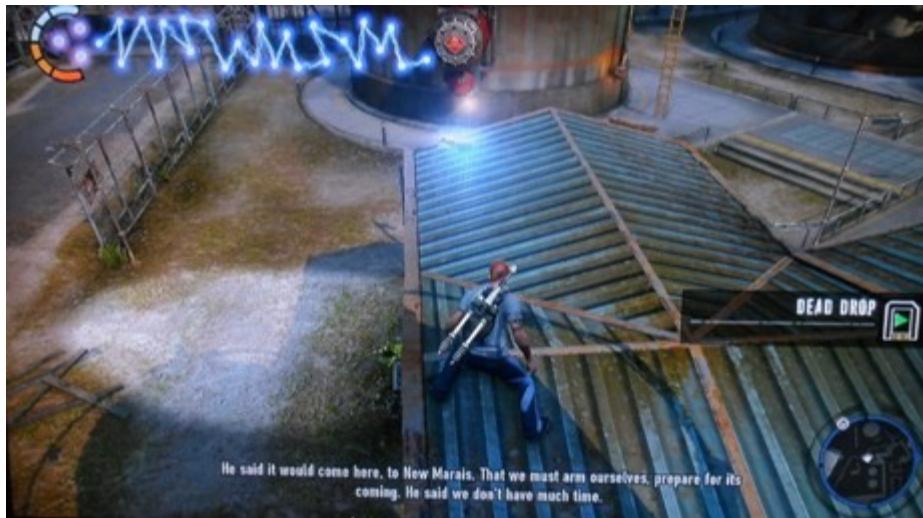


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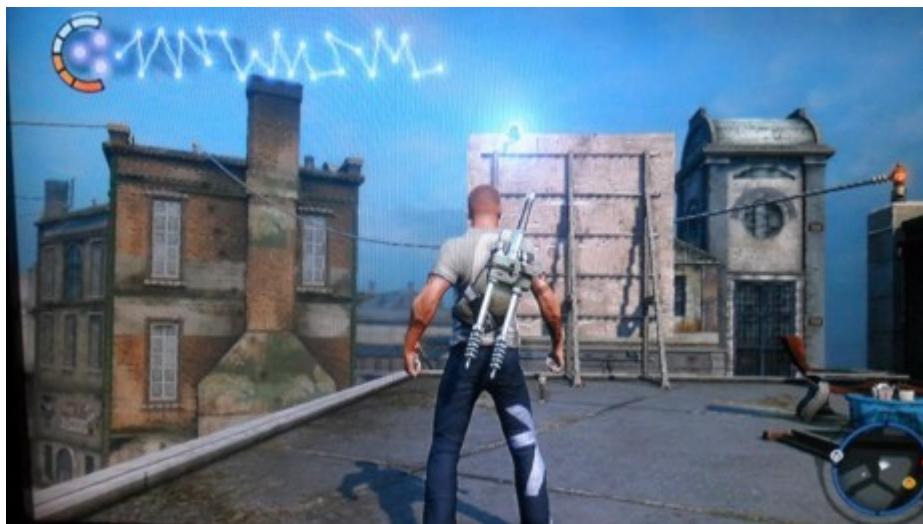


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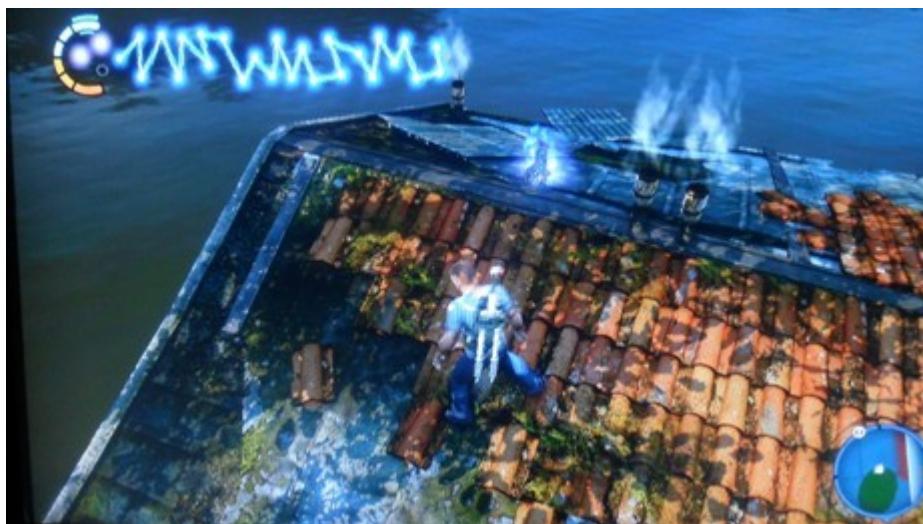
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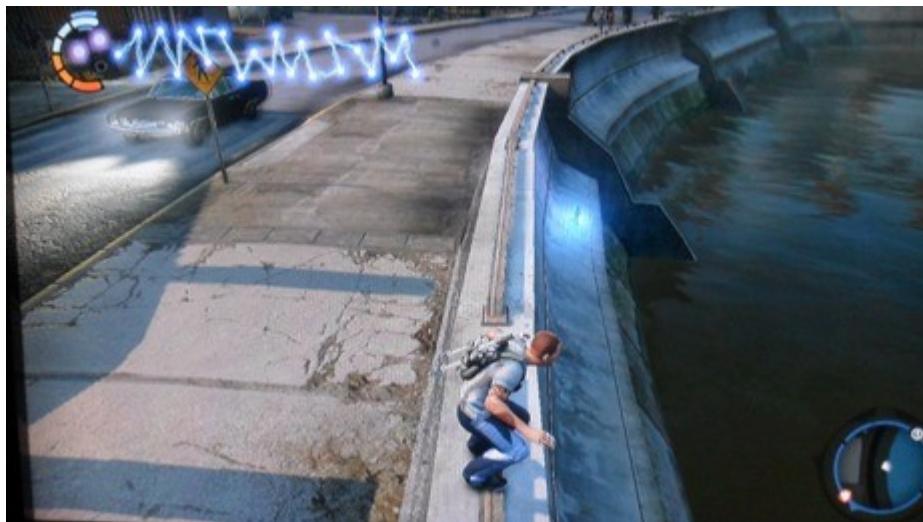


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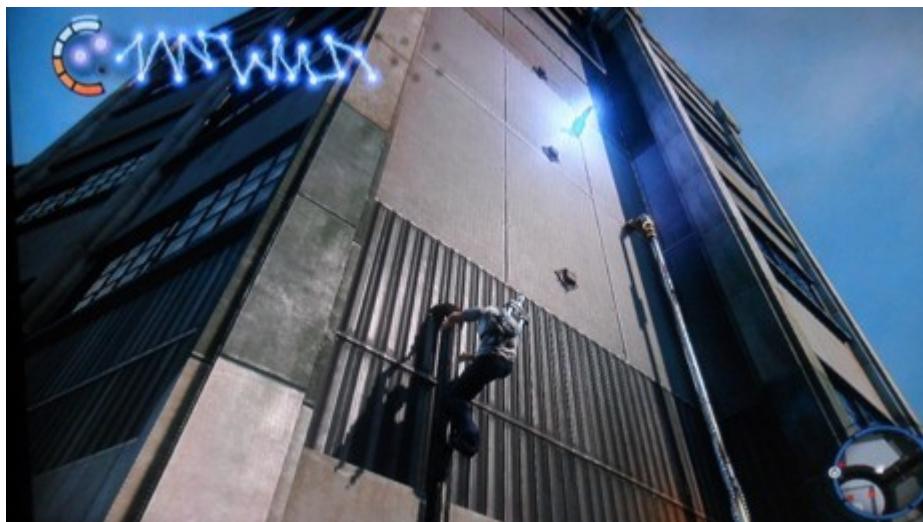
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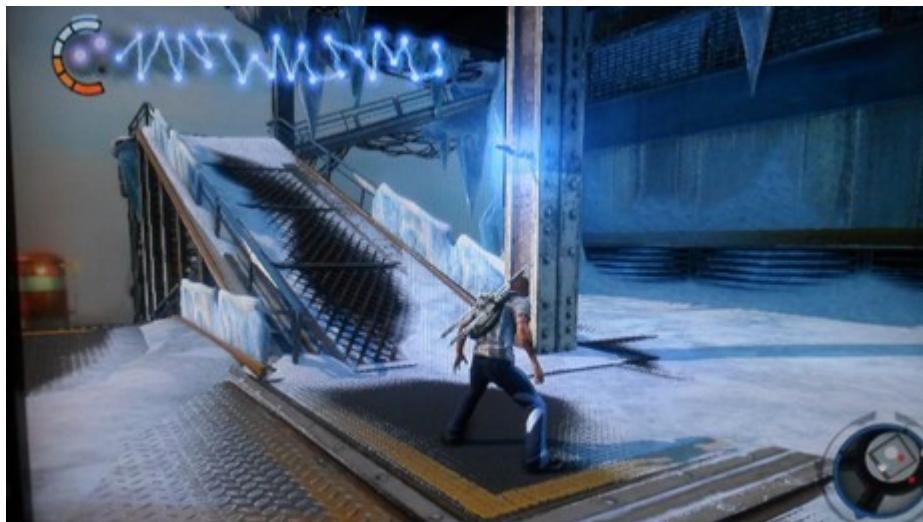


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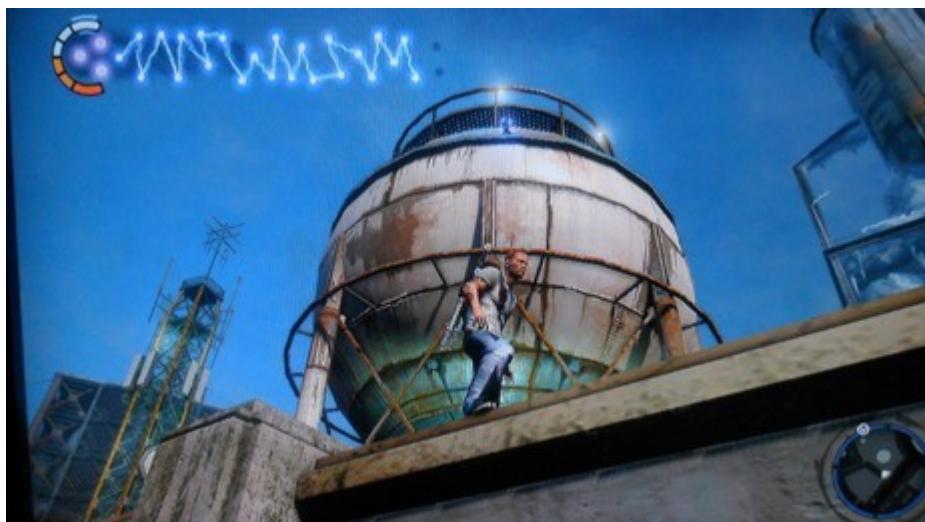
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DEAD DROP LOCATIONS

New Marais



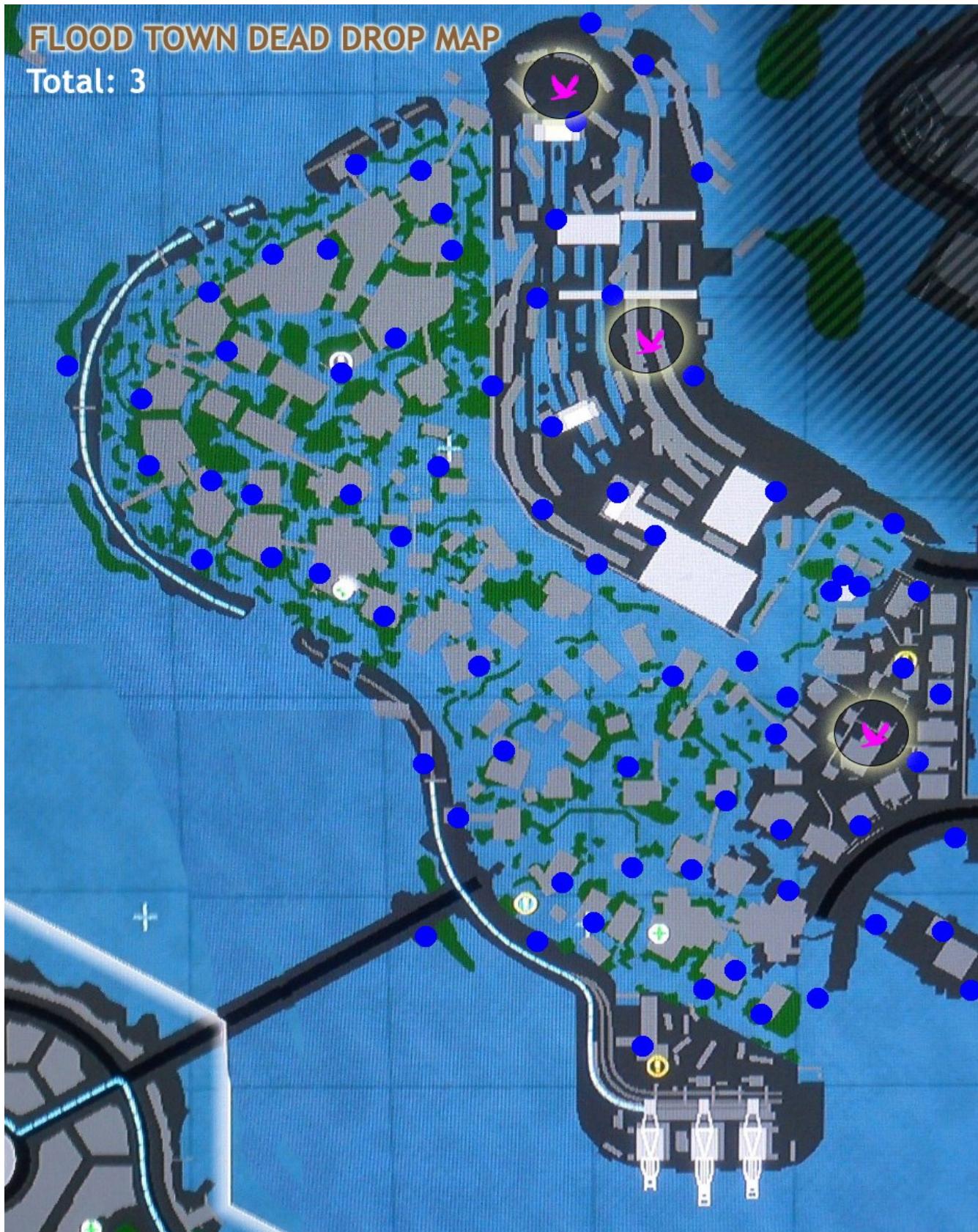
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Gas Works

GAS WORKS DEAD DROP

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Swamp Blockade



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WALKTHROUGH

If you have completed inFamous 1 (or even played a considerable portion of it), you can unlock various bonuses when you start a New Game. Also, loading the game data from your previous game will change the dialogues and some side missions in the game.

- Unlocked Good Trophies - Start the game with LV1 Good Karma
- Unlocked Evil Trophies - Start the game with LV1 Evil Karma
- 25% blast shards collected - Start the game with one extra energy core
- 50% blast shards collected - Start the game with two extra energy cores
- Complete the game (any karma) - Free 1000 exp

Prologue

Once you're off the boat, just follow the onscreen tutorials and continue forward to engage the Beast. You can only use your basic lightning bolt attack so keep shooting the beast while evading the debris the Beast lobs to you. For the second phase of the battle, you'll be lifted in mid-air. Continue shooting and avoid the Beast's vacuum attack by flying away from it. Once clear, continue your barrage of lightning bolts until a part of the Beast's head explodes. Once you're back on the ground, keep attacking it until the prompt to unleash your Ionic Storm appears. Use it to bring this fight to a close.



[Image Source](#)

Run back to the ship then jump when prompted to do so. The Beast will catch you so keep shooting at it and unleash another Ionic Storm when prompted. Watch the next scenes.

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Breaking into New Marais

Your powers will weaken considerably and you'll get the Amp as your melee weapon. Water is Cole's bane so stay away from it as much as possible. You can also trigger your Pulse to reveal enemy positions, blast shards (later on) and energy sources. For now, continue along until you reach the wooden footbridge. Jump then glide across using your Static Thrusters.



After crossing the bridge, continue ahead and defeat the militia. Continue forth and clear the other group of militia soldiers. You'll have to power up the generator on the other side of the river to lower the bridge that you need to use to get across. This is a deciding point of the game and will affect your character's karmaic status.



Good Karma: Just keep shooting at the generator until the power level reaches the green lights. Do not overload it. The villager is spared but you need to fight off a few more militia soldiers.

Evil Karma: Keep shooting the generator until it is past the critical point to overload it. Watch everybody in the village burn. There will be no resistance until the next militia position.

If you decided to spare the villagers, clear the enemies and heal the wounded people to earn some extra good karma boost. Otherwise, continue straight to the artillery emplacements.

Once you find the artillery positions, shoot the large gas tank beside them to destroy them instantly. Use the debris to make your way across the next platform.



Continue to the next platform and use your grenades to destroy the gunner behind the turret. You can also disable the turret to earn some extra EXP.



Continue grinding across some wires and destroy the last enemy position. Use the wires to finally reach the shore of the city. Mission completes.

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Forward Momentum

Don't wander around for now since you don't have much to do anyway. Just follow Kuo and take out the militias along the way. Once you walk into the alley and your way is blocked by a vehicle, just blow it away with your Alpha Blast. Continue following Kuo until more militia soldiers appear. When you're near the objective point, you can just climb up the buildings and take them out. If you're after good karma, you can stop the mugging at the base of the building. Otherwise, you can just ignore it or kill everybody involved.



Grab the Blast Core from the container then rush to Wolfe's Lab as marked in the map. You can ignore the enemies or take them all out. Continue to his lab's rooftop and watch the scene. After that, you'll get the Kinetic Pulse ability. Just go down on the ground and use it to defeat an enemy to complete the objective. The cops will also show afterward so do not engage them unless you're doing an evil playthrough.



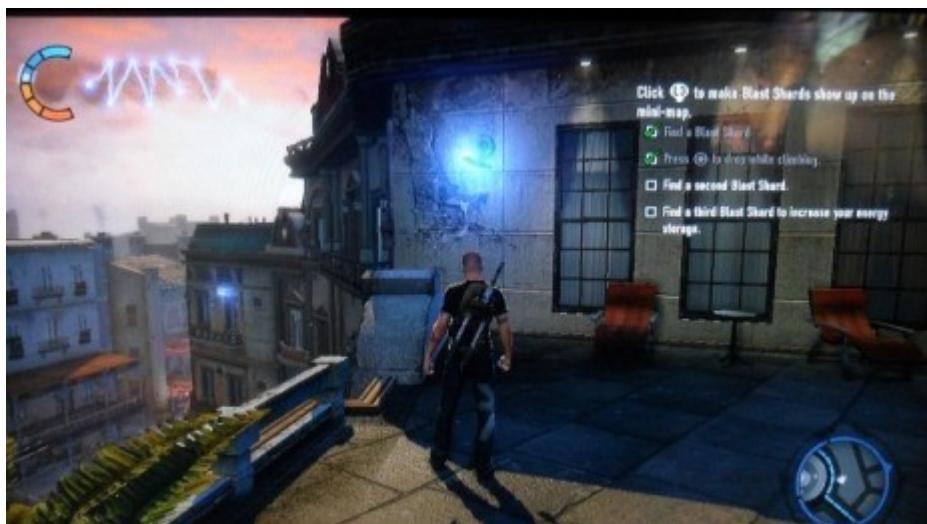
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Lost and Found

Head to the mission marker and climb the topmost part of the tower to find the carrier pigeon. Shoot it down then jump down to the ground. If you're the good guy, do not cause an impact as you land since it will definitely injure civilians (and lose karma in the process).



After recovering your first [Dead Drop](#), you'll be able to collect [blast shards](#) afterward. There are a total of 303 blast shards in the game and 29 Dead Drops. For the individual locations of all Dead Drops and Blast Shards, refer to this guide's respective sections. Just use your pulse often to reveal the nearby blue dots in your radar. Collect three blast shards to complete the mission.



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Karma's a Bitch

Head to the marker and start the mission. Here you'll have to choose between good and evil missions. Take note that you can only select one since completing either of them will automatically lock out the other. Obviously, you must select the missions that will benefit your current karma status.

Depending on your karma status, you can select any of the following missions. To discern them easier in this guide, [good missions will be written in blue text](#) while [evil missions will be written in red](#).

Good Samaritan

Heal the wounded civilians as marked in the map. This will lead you to the mansion where you'll need to defeat some militia soldiers. Return to the police officer who gave you the mission and help him repel the militia assault. Capture one alive by arc binding him to complete the mission.



Taking out the Trash

Head to the mission marker to find your first target. Use bio-leech to finish him off, then find the second brother in the marsh. Finish him off with the same method to complete the mission.



UGC (user generated content) will also become accessible as long you're connected to PSN. This is a great way to try out new and unique missions, as well as earn extra exp. More side-missions will also become available. I suggest completing them first before tackling the next main story mission. Refer to the this guide's Side Mission list for a brief walkthrough for each side mission.

Available side missions:

- Going Overboard
- Overcharge
- Tourist Trap
- New Marais Tea Party
- Hidden Package

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Evolution

Head to the marker and defeat the required number of enemies to unlock the Pincer Bolt ability, then purchase it for 400 exp. There is also an abduction that will occur on your way to the mission marker so stop it for some extra good karma points or ignore/kill everyone including the hostages for some good evil karma boost.

Once purchased, swap between your alpha and Pincer bolt abilities as instructed to complete the mission. Your other abilities will become unlocked as well. Remember that you still need to meet the individual requirements of each ability before you can purchase them.

Bertrand Takes the Stage

After the scene, defeat all enemies. The mission then updates and you'll have to chase Bertrand in his limo. You don't need to rush things and try to reach his limo; just keep up with him and you'll finally have the chance to jump on it as it slows down after encountering some debris. Use the grind wires to maintain your distance with it.



After catching up with the limo, jump on it for a scene. You'll have to face an attack helicopter next. Just use your kinetic pulse to throw a car to the helicopter and destroy it.



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Available side missions:

- The Sidekick
- Gunboat Diplomacy
- Masquerade
- Field Medicine

Bomb Scare

Head to the mission marker and approach the first bomb. It will explode automatically as you get near so don't worry about it. Next, find the second bomb in the alley. Drain the power to defuse it. You can also retrieve the blast shard inside.



[Image Source](#)

This mission will also enable two karma opportunities to boost your karma and earn blast shards as well. Take note that blast shards collected via these opportunities are just counted to your total in increasing your energy core and not towards the 305 total shards in the game. (which is needed to unlock a trophy)

Defusing bombs will boost your good karma while stealing it from a civilian will obviously incur a negative karma. Out of all the opportunities, these are the ones I'll suggest doing both (whichever karma standing you have) to speed up the maxing out your total energy cores.

Wolfe Hunt

You'll need to track the interrogator without being seen. Just stay on the rooftops and use your radar to track his movements. He will finally stop at a townhouse at the edge of town. Stay put until Kuo gives you the signal to take out the roadblocks. Take out the first militia group in the nearest roadblock then continue to the next mission marker. You'll be facing a Ravager next.

Your bolts won't work on its armor so don't waste your energy shooting at it. Thankfully, grenades are pretty effective against this enemy. Use your radar to know the Ravager's location and to predict where it will surface. Just remember to roll to safety when it charges toward you or attacks you up close.



After defeating it, recharge your energy then head to the marker to find Kuo and Wolfe on the pickup truck. Ride in the back of the truck and start destroying enemy vehicles and positions to protect the pickup. Don't worry about your energy since there's some batteries mounted on the vehicle. Continue doing this until the next scene triggers automatically.



Available Side Missions:

- Past Decisions
- Those Who Trespass Against Us
- Hidden Package
- Changing the Channel
- Trick Photography

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Desperate Times

After the mission starts, follow the waypoint leading to a shack in the swampland. Defeat the enemies then check out the shack. Proceed to the next waypoint and fight off militias and monsters along the way. Like before, check it out to update your mission. Head to the third shack and check it out. After hearing some explosions nearby, use the logs and boats to reach the other island and to find Nix.



Follow Nix as she makes her way to the rooftops. Help her take out the enemies then pour the oil drums' contents to the banners below. Empty all four drums then set them on fire by shooting at them. Finally, take out a few more remaining enemies on the ground to complete the mission.



Available Side Missions:

- Crossfire
- Tough Critic
- Triage
- Jail Break (G)
- Flying Cars (E)

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Storm's Coming

Head to the mission marker and watch Cole activate the Blast Core. You have unlocked a new power and you just need to perform some simple tasks to use it. Go to the ground and defeat enemies there. One of them shall drop a purple orb. Approach the defeated guy to absorb the Ionic Charge.



Now you need to unleash your devastating Ionic Storm. Do you this recklessly in a crowded area if you're after good karma. Find an enclosed space with no civilians then use this. Otherwise, just go wild and unleash this anyplace you want.



Side Missions Available

- Malpractice

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Torn

This is one of the instances where you need to choose which story mission you'll take. Like side-missions, it is beneficial to take the mission in accordance to your karmaic status. Head to the blue marker for the good mission or red for the evil mission.

Leading the Charge

Find the convoy and defeat all militia soldiers guarding it, including the van driven by another militia soldier at the end of the convoy. After defeating all guards, the convoy will stop. Go on top of the cage where the cops are held then open it to free them.



Once done, head to the plantation and start cleaning house with the help of your police backup. Continue killing enemies until you get the chance to finally reach the warehouse where Kuo is kept. A mortar will throw you away during a fixed event so your next objective is to find and destroy all three mortar positions.



Once this task is done, return to the warehouse again and open it to trigger a scene. For the last part of this mission, just stay close to Kuo as she drags herself back to your escape vehicle. Keep defeating enemies that will get in your way. Once she's near enough the van, the mission will be completed.

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BOOM!

Get on top of the trolley and power it up by shooting at the electrical panel on the front. Be careful not to overcharge it as it will make the explosives very unstable. Aside from that, hitting cars or getting hit by bullets will also endanger the stability of the explosives. You don't need to rush things through though. There are a lot of militia soldiers along the way so you can just leave the trolley a short distance behind then clean the path of obstacles and enemies. Continue doing this until you reach the plantation.



Once there, start causing mayhem. Continue killing enemies until you get the chance to finally reach the warehouse where Kuo is kept. A mortar will throw you away during a fixed event so your next objective is to find and destroy all three mortar positions.



Once this task is done, return to the warehouse again and open it to trigger a scene. For the last part of this mission, just stay close to Kuo as she drags herself back to your escape vehicle. Keep defeating enemies that will get in your way. Once she's near enough the van, the mission will be completed.

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Powering Up Ascension Parish

Head to the first transformer as marked in the map and fire a tesla missile. You need to steer it to the next transformer.

Note: You can use the tesla missile to kill enemy groups and earn infinite experience. The enemies will respawn immediately if you kill them as a group. (usually groups of two or three)



After powering up the target transformer, head there and activate it. During the activation process, militia soldiers will start pouring to your position in an attempt to stop you from fully activating it. Don't hesitate to use your ionic storm as they will drop it often. While activating the transformer, you also have access to unlimited energy so recharge/heal as often as needed. Once fully powered, the transformer will release a massive energy pulse that will kill all enemies in the area.



Stand by the freshly activated transformer and release another tesla missile. Kill enemy patrols for some extra exp or just steer it directly to the next transformer if you want to. Climb up the rooftops and head to the next transformer. Same as before, activate it and repel the militia assault. Finally, you need to power up the third transformer, activate it and repel the massive militia attack. Completing this task will fully power up Ascension Parish and will enable you to explore the area without worries of replenishing your energy.

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Side Missions Available

- Convoy (must be triggered from defeated militia)
- Convoy (must be triggered from defeated militia)
- Hidden Package (must be triggered from defeated militia)
- Chopper vs Monsters
- Police Parade (G)
- The Hunt (E)

The Sacrifice

Head to the mission marker and take out the monsters that will engage you. You should find a tied victim of a sacrificial ritual. Shoot the vines on her wrists to free her. She'll ask you to follow her so let her lead the way and take out any enemies you find along the way.



She will lead you to the rotunda (another term for central intersection) and watch the scene. Here, a massive monster called the Devourer will appear and you'll have to defeat it. Its armor is impenetrable and its weakness is its mouth. It will normally start its attack pattern by spitting acidic sacs towards you then try to capture you with its extendable tongue.

For the first part, you can attempt to throw a few grenades towards its mouth before you evade the incoming projectiles. Next, while it prepares its tongue to capture you, you can throw grenades towards it. Also, you can let yourself get captured so you can shoot bolts directly to its mouth to free yourself. Just repeat the patterns as necessary and you should be able to bring down this monstrosity. You can also use the railings and other obstacles to restrict its movement while you search for energy sources to heal and/or recharge yourself.



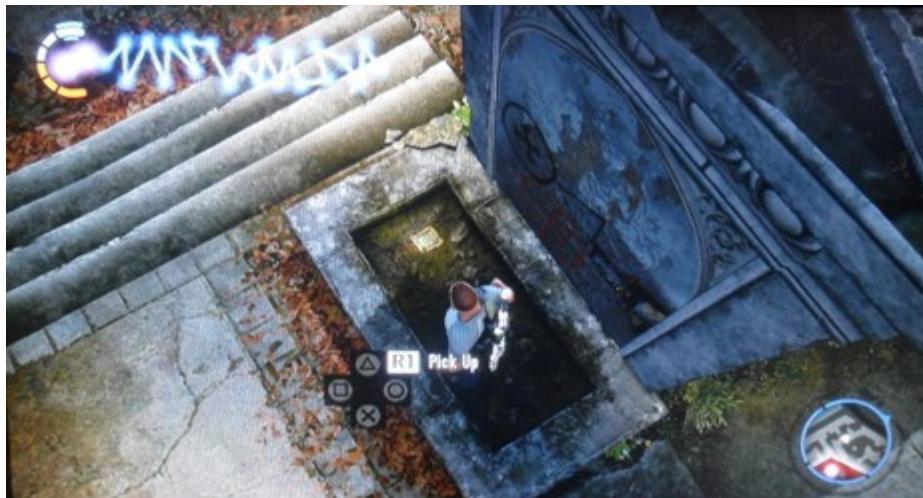
Available Side Missions:

- In the Name of Science
- Stronghold
- Firing Squad (G)
- King of the Hill (E)

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Conduit, Not Human

Follow Kuo as she tries her newly acquired powers. Take out the two militia patrols with her help. Now, you'll have to hunt for the hidden blast core somewhere in the cemetery and you'll receive a photo of its possible location. Head to the marked area and find the tomb shown in the photo. Lift the cover using your kinetic pulse and find another photo.



Take out the monsters that will appear then head to the next area. It is near a wall so finding it shouldn't be that hard. Lift the covers of the tombs in the new photo to find yet another lead. This will lead you to the final area where the blast core is located.



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Fight a few more enemies along the way then check the vault in the photo. A Hive Lord will appear and you need to defeat it. This enemy is an upgraded version of a Ravager, and can summon Spikers from the pods it will spawn from the ground. To avoid too many annoyances, make sure to destroy the pods first before they hatch spikers.

Use the same techniques you use to bring down a normal ravager since its weakness and most of its attack patterns are the same. Use the light bulbs in the area to recharge yourself. After defeating the Hive Lord, check the vault again to obtain the Blast Shard and complete the mission.



Available Side Missions:

- Life Insurance
- Good Deed (G)
- Revenge (E)

Good Gets Better

After absorbing the new blast core, you'll unlock new abilities and your static thrusters will also improve. (That means you can glide longer and a bit higher) Just follow the instructions to complete the objectives. Finish all tasks to complete the mission.

Side Missions Available:

- Overcharge (2)
- Grave Danger
- Enemy Surveillance
- Enemy Surveillance (2)

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Stories of the Past

Join Nix and help her clear the mansion. Keep doing this as you make your way to the tugboat. Once there, ride it until some militia watchtowers become visible. Destroy them to minimize the damage to the boat. You can get off the boat later on to take out the enemies on foot. You can also disable the turrets for some extra exp. Just continue clearing the island you're in, then hop on the boat when Nix tells you to do so.



Once back on the boat, take out the monsters that will jump aboard. Keep doing this until you reach another island. Investigate the next island on foot and follow the mission marker. This leads you to an open space where you need to fight a Hive Lord. Defeat it then return to the boat. Just ignore the last few monsters that will appear on the other island. Just sit tight and watch the next scenes. The mission will be complete after that.

Available Side Missions

- Enduring Freedom (G)
- The Third Degree (E)

Transferring Power

This is yet another one of the instances where you need to decide which story mission you'll take. Head to the blue marker for the good mission or red for the evil mission.

Hearts and Minds Campaign

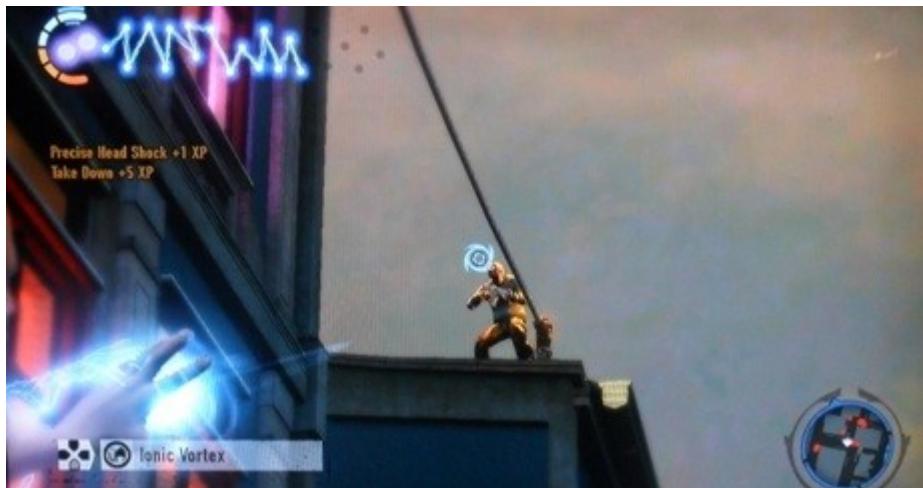
Get on top of the ambulance and protect it against militia soldiers and vehicles. Like before, you don't have to worry about your energy supply. Just stay on the ambulance and take out enemy positions as quickly as possible. The ambulance will soon reach a blocked alleyway. Clear the path using your Kinetic Pulse then jump back again.



Continue protecting it until you encounter a devourer blocking the path. You may want to kill it immediately before it smashes the ambulance. After taking it down, clear the road of cars and other debris then ride on the ambulance again as it makes its way to the rebel hideout.



After reaching the hideout and the scene, you'll have to help the rebels defend the location from a massive wave of militia soldiers. Be careful when you use your Ionic powers as your allies may get caught in it and incur you considerable negative karma. There will also be enemies on the rooftops so use your precision head shots to take them out quickly and efficiently. The mission is completed as soon as the last militia soldier goes down.



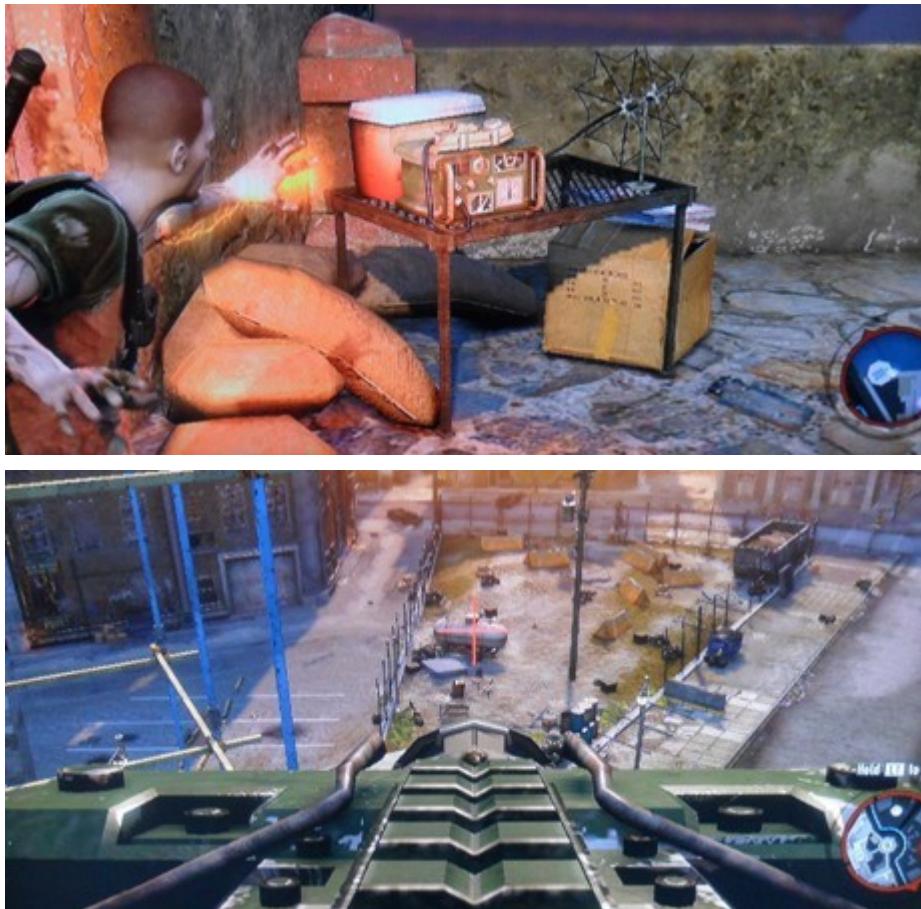
Fooling the Rebels

Enter the fort then search and destroy the two communications equipment marked in your radar. Once done, you'll be behind the turret. Shoot the two propane tanks in the area to trigger the rebels to attack. Keep shooting at them until the militia reinforcements arrive.

Now once you're on the ground, take out some militia soldiers if you want then destroy the turret from the ground to impress them. Complete the mission by clearing out the remaining enemies inside the fort.

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Storm the Fort

Infiltrate the fort and start taking out the militia turrets marked in your radar. Continue clearing enemy soldiers until the mission updates. The fort will lose its power so head outside and find the transformer to restore power to the fort again. Fire a tesla missile then carefully steer it to the next transformer inside the fort. Go back inside and activate the second transformer. Fire another tesla missile to the last transformer on top of one of the fort towers then finally activate it to restore power inside.

Continue clearing the fort and make your way to the mortar positions to assist the rebels in taking over the fort.



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After destroying all mortarts, you'll have to choose who to swap powers with. Ice abilities can be obtained from Kuo (good karma) while fire-based abilities will be obtained from Nix (evil karma). You can only choose one since the other abilities will be locked for the entire game. Of course, I strongly suggest choose the powers in accordance to your current karma status.

To complete the mission, you'll have to perform an ionic attack based on the element you've chosen. For Ice, you need to use Ionic Freeze; for fire, you need to perform an Ionic Drain.

Available Side Missions:

- Heavy Weapons
- Ship of Fools

Joseph Bertrand the 3rd

You'll be facing this gigantic monstrosity called the Behemoth. Don't waste your energy by attacking it recklessly. You need to destroy its weak points which are those glowing purple sacs. Two on its arms, inside its chest and one inside its mouth.

This monster has the ability to summon basic monsters and spikers. Ignore the militia for now since they won't be paying attention to you anyway. (They're excellent fodder against the Behemoth's underlings, too). Once the Behemoth stops and slams its arms on the ground, it will summon basic monsters. During this time, the two sacs on both arms will be vulnerable. Its ribcage will also open to spawn some spikers on the ground. During this phase, the two sacs can be attacked and destroyed as well. Destroy all the two pairs and the battle will move to the final part.



Wait for the Behemoth to spew some acid and reveal its weakpoint inside its mouth. Don't get too close or you'll get damaged and knocked back. Just destroy it using your bolt attack to complete the mission.

Powering Up Flood Town

You now need to power up the next area before you can fully explore it. Fire a tesla missile from the source transformer to the next one on top of the bridge. Activate it then fire another missile to the next transformer deep inside the town. On your way there, you may encounter some ice gang soldiers. They are more agile and sturdy compared to the militia soldiers you encountered so far so don't take them lightly.

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The area has too many flooded areas so use the rooftops and grindwires to safely move around. Activate the transformer when you're ready. Use the flooded areas to your advantage; simply shoot on the water near enemies to instantly electrocute them. If you have Ice abilities, the Ice Shield will make your life easier by providing both protection and energy recharge.



Once fully activated, you now need to power up another transformer. There will be several enemy patrols here so you may want to use your tesla missile to kill them and gain as much experience as you want. Activate two more transformers to complete the mission and restore power to the area.

Available Side Missions:

- Overcharge
- Prescription Strength
- Hidden Package
- Convoy
- Unlikely Allies (G)
- Assassin's Greed (E)

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The Dunbar Beam

Head to the first waypoint and use the spotlight to kill the monsters attacking the civilians. You can focus the beam to kill them quicker. Keep doing this until Zeke tells you to head to the next waypoint. Keep moving from one position to the other until Zeke finally tells you to return to the main camp. Fight off a few monsters and the two ice gang heavy soldiers to complete the mission.



Available Side Missions :

- Double Whammy
- Emergency Measures
- Best Served Cold
- Enemy Surveillance

Burning Wells

Proceed to the mission marker to find the first waypoint then clear all enemies. Use your Kinetic Pulse to lift the cap and position it on top of the well to put the fire out. You need to use the same cap to put out the fires on all wells so use your Kinetic Pulse again to throw it towards the direction of the next well as marked in your map. If ever it lands on water, you can jump on top on it then lift it up and throw it. Make sure to clear all enemies around the wells first to make your job easier.



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On the last well, you'll encounter a new enemy soldier called a Crusher. This guy can create ice spikes that protrude the ground towards you and use those spikes as projectiles. You must roll out of the way to avoid getting damaged. During the time he's gathering the ice pieces to throw at you, you can throw grenades at him then evade to safety. Defeat this soldier then cover the well to complete the mission.

Side Missions Available:

- Overcharge (4)
- Seek and Destroy

Ray Field Energy

Go to the mission marker and watch the next scenes. You will unlock the ability to use rockets. These are projectiles that travels in a straight trajectory and carries the destructive capability of a grenade - perfect for taking out targets at a longer range. Just fire one to complete the mission. There are also new abilities so you may want to check their requirements and unlock them.

Side Missions Available :

- Ice Breaker (G)
- Chipping Away (E)

Rail Yard Intel

This is yet another one of the instances where you need to decide which story mission you'll take. Head to the blue marker for the good mission or red for the evil mission.

Exposing Bertrand

You just need to follow the markers to infiltrate the trainyard and obtain photo evidence that you can use to expose Bertrand. You need to take a photo of some caged civilians and various monster types. Do not engage the enemy soldiers. They're drugged so they won't immediately notice you unless you get too close. Capture the photos of the targets to update the mission objectives.



Next, head to the warehouse marked in your radar. Look through one of the skylights there to find Bertrand. Take a photo of him before and after converting a poor guy into a monster. After this, you'll have to rescue the imprisoned civilians. Kuo and your rebel allies will arrive to help. Also, Nix will bring her own tamed monster reinforcements. Finally, take out the Devourer and release the last batch of civilians to complete the mission.

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Available Side Mission:

- Stay Frosty (G)

Nix's New Family

Follow Nix's lead and take out the enemies along the way. The area will power down as well so you'll have to activate the other transformer in the train yard. The power won't still be sufficient so you'll have to use your tesla missile to take out the ice gang soldiers and keep them off Nix. Continue doing this until you complete the mission



The Beast Draws Near

Head to the mission marker and blast the wooden cargo behind the truck. Hop on the truck and defend it against militia soldiers as Zeke tries to take it to the Flood Town's harbor area. Aside from militia and enemy soldiers, you also need to clear the obstacles on the road such as cars and debris. Keep escorting Zeke until you reach the objective point.

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Once you've reached the place, climb up the massive crane to find the targeting binoculars on top of the control platform. You have the "paint" the beast to obtain a lock on. This will be interrupted by some pesky ice gang soldiers. Take them all out so you can concentrate in targeting the beast. Finally, zero in and target the beast until the missile launches and hits it.



After the nuclear explosion, head towards Zeke and help him get up. Clear the path for him and head to the truck. Watch the next scenes and the mission will be complete.

Available Side Missions:

- Battle by the Bay
- Action Shots

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Powering Up Gas Works

Now finally you have the power up the last area in the game. Take note that if you're after the "Knockout in the Blackout" trophy, you have to defeat 50 enemies there before completing this mission. Head to the main transformer and fire a tesla missile. You have to take out the patrolling crushers before steering it to the next transformer. Repeat the process until you finally need to activate the transformer inside an open warehouse.



Head there and watch the next scene. You'll be trapped inside and you need to stay alive long enough. If you have the Frost Shield ability, it will help a lot. Otherwise, stay behind cover, preferably behind the transformer. Zeke will arrive and kill the two militia soldiers outside. The mission will be completed afterward.

Available Side Missions :

- Cold Snap
- Overcharge
- The Gauntlet
- Ice Tea Party
- Playing "Hero" (E)
- Pet Project (E)

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Forced Conduits

Head to the mission marker and destroy the crate in the middle near the small office room to reveal a crate. Open it to find out three more warehouse locations. Head to the second warehouse and find the safe disguised as a crate on the ceiling platform. Open it then proceed to the next warehouse. Take out the enemies along the way as well.



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In the next warehouse, keep defeating enemies until they release a deadly poison cloud. When this happens, quickly get to higher ground to avoid imminent death. Once it's clear, go back to the ground and destroy the crate in the middle to find the next crate.



Finally, go to the last warehouse and clear the enemies inside. A Titan will appear so you have no choice but to defeat it first. Cluster or napalm grenades are particularly effective against it, especially when used in large quantities. Just roll away from its predictable attacks. After dealing enough damage, both of its arms will get destroyed and the titan will kneel down. An action prompt will appear so get in front of it and keep mashing the square button to remove the protective cover on its face. You have to do this otherwise you have no hopes of defeating it.



Once its face is exposed, recharge using nearby energy sources then keep attacking it until it gets destroyed completely. Open the last crate to find the Blast Core. Mission complete.

Available Side Missions:

- The Big Chill (G)
- Mercy Kill (G)
- Special Delivery
- Ice Storm
- The Harder They Fall
- Convoy

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Easy Going

Start the mission and watch the scenes. Just activate your newly acquired Lightning Tether Ability to complete the mission.



[Image Source](#)

Available Side Missions:

- Coast Guard
- Overcharge (6)
- Biohazard
- Proud Warrior

The Face of Change

Proceed to the first ship and defeat all enemies marked in your map. After taking them all out, head to the bow of the ship and disable the anchor.



Head to the second ship and start killing enemy soldiers. There's a titan at the bow of the ship so make sure to take all enemies out before engaging it. Once its killed, disable the anchor to update the mission.

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Next, head to the makeshift ward housing the plague victims. Use your kinetic pulse to identify the special woman John mentioned. Attempt to heal her and watch the following scenes to complete the mission.

Side Missions Available

- Photo Finish

Demons

Head to the mission marker and watch the next scene. Once back in control, head back to Zeke's truck immediately and protect it against the Behemoth's projectiles. You can use your Alpha Blast to repel them. Wait for the Behemoth to open its mouth and expose its weakness. Shoot it immediately. Continue doing this until you reach the ambush point where Kuo, Nix and the rebels are waiting. You need to fight it like you did the first time around; take out a few monsters on the ground then concentrate your fire on its weak spots once it exposes them. After destroying both sacs, the battle will turn to its second phase.



While clinging on the helicopter, use your Alpha Blast again to repel the Behemoth's projectiles. Wait until it reaches the first ambush point where a missile will be fired upon it. Detonate the missile by shooting it. Continue the same pattern until you reach the part where you need to detonate the second missile.



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Finally, the Behemoth will step on the blockade made of propane tanks. You need to fight it on foot again. Destroy its last remaining weak points to complete the mission.

Death Toll

During this mission, you have the ability to recharge anywhere you want, thanks to the massive amount of electrical charges in the air due to the storm. Head to the mission marker and engage the enemy ice soldiers. Keep defeating them until an ice soldier general escapes with the blast core. Chase him until you reach the Ice Tower. Climb the topmost part of the Ice Tower to find the frozen blast core.



You need to turn on some valves to fire up the tower's exhaust. You'll receive the photo of the first valve's location. Head there and activate it. Next, go to the second valve but be careful since a Crusher will ambush you. Defeat or drive it away then activate the valve.



Finally head to the topmost platform and clear the enemies guarding the last valve. The blast core will be thawed out and will drop on the ground - where several enemy units are waiting. You can Thunder Drop from your current position if you want. Just clear all enemies then retrieve the blast core to complete the mission.

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The Final Piece

Head to the mission marker and watch the scene. Once in control, perform an Ionic Storm to complete the mission.



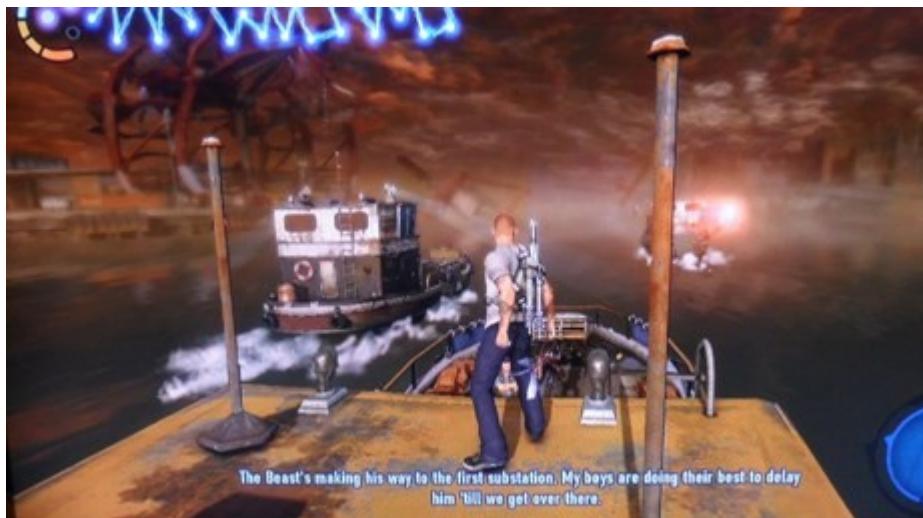
[Image Source](#)

The Final Decision

Here you need to make a final decision. To side with Kuo and assist the Beast in “saving” mankind (evil ending) or help Nix kill the Beast.

Activate the RFI

Head to the marker and ride on Laroche's boat. Stay put until the Beast is in sight. After the substation is destroyed and the Beast turns his attention towards you, pull out by jumping from boat to boat until you reach the shore.



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Once you've reached the shore, make your way to the waypoint. Stay close to the transformer and wait for the Beast to arrive. Shoot him with your rockets and/or lob several cluster grenades. Recharge using the energy generated by the transformer to keep yourself healed and powered up. Kuo will also make her appearance and pester you with her ice attacks. You can defeat her easily with your strongest abilities.



When fighting the beast in the air, stay away from its deadly vortex as much as possible. Continue firing at it until its HP gets critically low. Finally, use your Ionic Storm to deal massive damage to it. Head to the church tower next and stand near the power panel to initiate a scene.

Engage the beast again which should go down after taking a few direct hits from your bolt attack. Finally, activate the RFI by pressing all four shoulder buttons. Watch the ending.



Assist the Beast

Stay within the Beast's range to keep yourself energized. Help him in his rampage around the city. Just go wild and shoot at anything that moves. Just keep doing this until Nix shows up and uses the RFI to weaken the Beast. Engage her but be very careful since the area is powered down and you have no immediate way of recharging/ healing yourself. Keep shooting at her until you drive her off.

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Once the Beast gets back on its feet, fly beside it and continue your rampage around the city. He will start crossing the channel. Help him destroy the missile boats and watchtowers. When you reach the plaza, Nix will appear again and weaken the Beast. Like before, you have to engage her. Fortunately, the power in the area is still active so use that to your advantage. After dealing enough damage to Nix, she'll fall back again.

Wait for the Beast to rise up again and get back to his side. Continue on until you finally reach the cathedral. Make your way to the rooftop to confront Nix once and for all. Just use your radar to anticipate her next position then lob cluster grenades at her to finish her off quickly. After taking her life, Zeke will make his appearance. You have no choice but to kill him as well. Watch the ending scenes.



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TROPHIES

inFAMOUS 2 Platinum Trophy (Platinum)

Collect all other inFAMOUS 2 Trophies

Just One More (Gold)

Pick up all the blast shards scattered around New Marais.

Check the [Blast Shards](#) section to find all 305 shards in the game.

Pain Builds Character (Gold)

Finish the game on hard difficulty.

Take note that you need to change the difficulty to HARD before facing the Beast for the very first time. If you started a new game from previous playthrough, the game will automatically change the setting to HARD after completing a few missions. Finishing the game will not unlock the trophy if the difficulty was changed this way.

Shardcore (Silver)

Pick up 50% of blast shards scattered around New Marais.

Check the [Blast Shards](#) section to find all 305 shards in the game.

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inFAMOUS 2

With Great Power Comes Greater Power (Silver)

Unlock and purchase all powers.

You only need to purchase all available powers in your current karma status; no need to go through a second playthrough and purchase the opposite powers.

Fight the Good Fight (Silver)

Unlock the good ending.

Forging Your Own Path (Silver)

Unlock the evil ending.

Land Lord (Silver)

Take over the first island in New Marais.

Make sure to complete all side missions to free the entire island. That includes side missions dropped by defeated enemies (Convoy, Hidden Package). If you're missing a side mission, keep going back to the area you haven't cleared yet and keep defeating enemies until they drop it.

It's My Town, Now (Silver)

Take over the second island in New Marais.

See Land Lord trophy

Behind the Curtain (Bronze)

Collect 50% of the available Dead Drops.

Refer to the [Dead Drop Locations](#) section for more details

Well inFORMED (Silver)

Collect all Dead drops.

Refer to the [Dead Drop Locations](#) section for more details

Arch Villain (Silver)

Earn full negative Karma.

Incorruptible (Silver)

Earn full positive Karma.

A Streetcar Named 'Boom!' (Bronze)

Complete BOOM!

Quid Pro Kuo (Bronze)

Complete Leading the Charge.

Playing Both Sides (Bronze)

Complete Fooling the Rebels.

Ambulance Chaser (Bronze)

Complete Hearts and Minds Campaign.

Am I The Daddy? (Bronze)

Complete Nix's New Family.

Exposure (Bronze)

Complete Exposing Bertrand.

The Cleaner (Bronze)

Complete the assassination side missions.

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Frozen Asset (Bronze)

Complete the ice Conduit side missions.

These side missions involve an ice gang defector. You'll unlock this trophy by finishing the side mission titled "Mercy Killing"

Dazed and Defused (Bronze)

Take down the Blast Shard Bomber.

Complete the side mission "The Gauntlet"

Back to the Bayou (Bronze)

Return to the swamp blockade.

This can be done after getting the Lightning Tether. Head back to the same area where you first started then make your way back to the first village in the swamp.

Mountaineer (Bronze)

Climb to the top of the 3 tallest buildings in New Marais.

The buildings you must climb are the Cathedral, The Clock Tower (the tower you climbed to get your very first dead drop) and the Ice Tower.

Extreme Makeover (Bronze)

Destroy 30 verandas or other large objects.

Watch That First Step (Bronze)

Defeat an enemy by destroying the object they stand on.

Simply destroy the verandas to make the floor collapse under the enemies' feet and kill/incapacitate them.

Finish What You Started (Bronze)

Perform 100 finishers or ultra melee combos.

Knockout in the Blackout (Bronze)

Defeat 50 enemies in powered down areas while no missions are active.

You need to do this before powering up Gas Works.

Go Long! (Bronze)

Hurl 50 objects using the Kinetic Pulse ability.

Cole' Blooded (Bronze)

Defeat 100 civilians.

Army Of Me (Bronze)

Defeat 300 enemies.

Hero to the People (Bronze)

Stop 80 crimes in progress.

Easiest done when following a good karma playthrough.

Nothing Can Bring Me Down (Bronze)

Stay off the ground for 130 meters.

You can easily do this with upgraded static thrusters. If you don't have it yet, try to jump from a tall building and hover as far as you can. Jumping off from any of the three tallest buildings listed above should be enough.

Return to Sender (Bronze)

Send a Helicopter's rockets back at it using any Blast ability.

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Vehicular Manslaughter (Bronze)

Defeat 25 enemies by throwing cars at them.

Take Them For A Spin (Bronze)

Hit at least 6 cars in a single Ionic Vortex.

Shock and Awe (Bronze)

Thunder drop into a group of 5 or more enemies.

Thunder Flop (Bronze)

Thunder drop from the highest place in New Marais.

Climb on top of the Ice Tower and perform a Thunder Drop from there. You may want to step on the antenna on its peak to reach the highest altitude.

Head Hunter (Bronze)

Use the Precision ability to rack up three head shots in rapid succession.

Discerning Taste (Bronze)

Take down a street performer who is imitating a statue.

I'm As Shocked As You Are (Bronze)

Defeat an enemy or civilian by stepping in water.

Best done in Flood Town since there is water in most areas.

Don't Fence Me In (Bronze)

Climb a chain link fence and rejoice.

Express Elevator (Bronze)

Ascend 50 vertical launch poles.

Heavy Hitter (Bronze)

Use your Ionic Powers 30 times.

Matching Set (Bronze)

Unlock and purchase a power of each type by performing stunts.

Level Up (Bronze)

Create a new mission using the UGC level editor.

UGC Curious (Bronze)

Play 10 user-generated missions.

UGC Veteran (Bronze)

Play 25 user-generated missions.

Trail Blazer (Bronze)

Play 5 user-generated missions under the Newest filter.

Closed Casket Affair (Bronze, Secret)

Give Bertrand what he wants.

Status Kuo (Bronze, Secret)

Choose Kuo in Storm the Fort.

Get Nix'ed (Bronze, Secret)

Choose Nix in Storm the Fort.

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